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### 1 [Scaling of Beowulf-class distributed systems](#)

John Salmon, Christopher Stein, Thomas Sterling

November 1998 Supercomputing '98: Proceedings of the 1998 ACM/IEEE conference on Supercomputing (CDROM)

Publisher: IEEE Computer Society

Full text available: [html\(45.38 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#)

Bibliometrics: Downloads (6 Weeks): 1, Downloads (12 Months): 12, Citation Count: 3

Beowulf-class systems employ inexpensive commodity processors, open source operating systems and communication libraries and commodity networking hardware to deliver supercomputer performance at the lowest possible price. Small to medium sized Beowulf ...

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### 2 [On the impact of policing and rate guarantees in DiffServ networks: a video streaming application perspective](#)

Wael Ashmawi, Roch Guerin, Stephen Wolf, Margaret Pinson

October 2001 ACM SIGCOMM Computer Communication Review, Volume 31 Issue 4

Publisher: ACM

Full text available: [pdf\(481.38 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): 16, Downloads (12 Months): 93, Citation Count: 2

Over the past few years, there have been a number of proposals aimed at introducing different levels of service in the Internet. One of the more recent proposals is the Differentiated Services (Diff-Serv) architecture, and in this paper we explore how ...

### 3 [On the impact of policing and rate guarantees in DiffServ networks: a video streaming application perspective](#)

Wael Ashmawi, Roch Guerin, Stephen Wolf, Margaret Pinson

August 2001 SIGCOMM '01: Proceedings of the 2001 conference on Applications, technologies, architectures, and protocols for computer communications

Publisher: ACM

Full text available: [pdf\(481.38 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

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Over the past few years, there have been a number of proposals aimed at introducing different levels of service in the Internet. One of the more recent proposals is the Differentiated Services (Diff-Serv) architecture, and in this paper we explore how ...

#### 4 [The metaPL approach to the performance analysis of distributed software systems](#)



N. Mazzocca, M. Rak, U. Villano

July 2002 WOSP '02: Proceedings of the 3rd international workshop on Software and performance

Publisher: ACM

Full text available: [pdf\(141.69 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#)

Bibliometrics: Downloads (6 Weeks): 4, Downloads (12 Months): 26, Citation Count: 1

This paper presents an approach to the performance analysis of distributed software systems that relies on the use of the MetaPL notation system. MetaPL is an XML-based language that can describe programs written in different distributed programming ...

Key words: XML, distributed software systems, performance analysis, program description language, simulation

#### 5 [Thread-level parallelism and interactive performance of desktop applications](#)



Kristián Flautner, Rich Uhlig, Steve Reinhardt, Trevor Mudge

December 2000 ACM SIGOPS Operating Systems Review, Volume 34 Issue 5

Publisher: ACM

Full text available: [pdf\(234.58 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): 20, Downloads (12 Months): 97, Citation Count: 11

Multiprocessing is already prevalent in servers where multiple clients present an obvious source of thread-level parallelism. However, the case for multiprocessing is less clear for desktop applications. Nevertheless, architects are designing processors ...

#### 6 [Low-overhead memory leak detection using adaptive statistical profiling](#)



Matthias Hauswirth, Trishul M. Chilimbi

November 2004 ACM SIGPLAN Notices, Volume 39 Issue 11

Publisher: ACM

Full text available: [pdf\(159.07 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): 22, Downloads (12 Months): 116, Citation Count: 16

Sampling has been successfully used to identify performance optimization opportunities. We would like to apply similar techniques to check program correctness. Unfortunately, sampling provides poor coverage of infrequently executed code, where bugs often ...

Key words: low-overhead monitoring, memory leaks, runtime analysis

#### 7 [Thread-level parallelism and interactive performance of desktop applications](#)



Krisztián Flautner, Rich Uhlig, Steve Reinhardt, Trevor Mudge

November 2000 ACM SIGPLAN Notices, Volume 35 Issue 11

Publisher: ACM

Full text available: [pdf\(2.94 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): 9, Downloads (12 Months): 49, Citation Count: 1

Multiprocessing is already prevalent in servers where multiple clients present an obvious source of thread-level parallelism. However, the case for multiprocessing is less clear for desktop applications. Nevertheless, architects are designing processors ...

8 [Continuous program optimization: A case study](#)

Thomas Kistler, Michael Franz

July 2003 ACM Transactions on Programming Languages and Systems (TOPLAS),

Volume 25 Issue 4

Publisher: ACM

Full text available: [pdf\(877.67 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#), [review](#)

Bibliometrics: Downloads (6 Weeks): 20, Downloads (12 Months): 162, Citation Count: 15

Much of the software in everyday operation is not making optimal use of the hardware on which it actually runs. Among the reasons for this discrepancy are hardware/software mismatches, modularization overheads introduced by software engineering considerations, ...

Keywords: Dynamic code generation, continuous program optimization, dynamic reoptimization

9 [Thread-level parallelism and interactive performance of desktop applications](#)

Kristián Flautner, Rich Uhlig, Steve Reinhardt, Trevor Mudge

December 2000 ACM SIGARCH Computer Architecture News, Volume 28 Issue 5

Publisher: ACM

Full text available: [pdf\(234.58 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): 20, Downloads (12 Months): 97, Citation Count: 11

Multiprocessing is already prevalent in servers where multiple clients present an obvious source of thread-level parallelism. However, the case for multiprocessing is less clear for desktop applications. Nevertheless, architects are designing processors ...

10 [Versatile low power media access for wireless sensor networks](#)

Joseph Polastre, Jason Hill, David Culler

November 2004 SenSys '04: Proceedings of the 2nd international conference on Embedded networked sensor systems

Publisher: ACM

Full text available: [pdf\(529.51 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): 99, Downloads (12 Months): 552, Citation Count: 65

We propose  $\text{B-MAC}$ , a carrier sense media access protocol for wireless sensor networks that provides a flexible interface to obtain ultra low power operation, effective collision avoidance, and high channel utilization. To achieve low power ...

Keywords: communication interfaces, energy efficient operation, media access protocols, networking, reconfigurable protocols, wireless sensor networks

11 [Monitoring data archives for grid environments](#)

Jason Lee, Dan Gunter, Martin Stoufer, Brian Tierney

November 2002 Supercomputing '02: Proceedings of the 2002 ACM/IEEE conference on Supercomputing

Publisher: IEEE Computer Society Press


Full text available: [pdf\(107.31 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)


Bibliometrics: Downloads (6 Weeks): 10, Downloads (12 Months): 41, Citation Count: 2

Developers and users of high-performance distributed systems often observe performance problems such as unexpectedly low throughput or high latency. To determine the source of these performance problems, detailed end-to-end monitoring

data from applications, ...

## 12 [Bimodal multicast](#)


 Kenneth P. Birman, Mark Hayden, Ozgur Ozkasap, Zhen Xiao, Mihai Budiu, Yaron Minsky  
May 1999 ACM Transactions on Computer Systems (TOCS), Volume 17 Issue 2  
Publisher: ACM


Full text available:  [pdf\(302.06 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): 21, Downloads (12 Months): 171, Citation Count: 58

There are many methods for making a multicast protocol "reliable." At one end of the spectrum, a reliable multicast protocol might offer totality guarantees, such as all-or-nothing delivery, delivery ordering, and perhaps additional properties ...

## 13 [Operational experiences with high-volume network intrusion detection](#)

 Holger Dreger, Anja Feldmann, Vern Paxson, Robin Sommer  
October 2004 CCS '04: Proceedings of the 11th ACM conference on Computer and communications security  
Publisher: ACM


Full text available:  [pdf\(543.75 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)


Bibliometrics: Downloads (6 Weeks): 21, Downloads (12 Months): 124, Citation Count: 4

In large-scale environments, network intrusion detection systems (NIDSs) face extreme challenges with respect to traffic volume, traffic diversity, and resource management. While crucial for acceptance and operational deployment, the research literature ...

Keywords: bro, evaluation, network intrusion detection, security

## 14 [Design and simulation of power-aware scheduling strategies of streaming data in wireless LANs](#)

 Andrea Acquaviva, Emanuele Lattanzi, Alessandro Bogliolo  
October 2004 MSWiM '04: Proceedings of the 7th ACM international symposium on Modeling, analysis and simulation of wireless and mobile systems  
Publisher: ACM


Full text available:  [pdf\(184.23 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)


Bibliometrics: Downloads (6 Weeks): 8, Downloads (12 Months): 41, Citation Count: 1

One of the major concern for 802.11b wireless local area network is energy efficiency. In fact, mobile devices spend a large amount of power on their radio interface for accessing multimedia services such as audio and video streaming. In this work we ...

Keywords: power management, simulation, traffic scheduling, wireless LAN

## 15 [Stuff I've seen: a system for personal information retrieval and re-use](#)

 Susan Dumais, Edward Cutrell, JJ Cadiz, Gavin Jancke, Raman Sarin, Daniel C. Robbins  
July 2003 SIGIR '03: Proceedings of the 26th annual international ACM SIGIR conference on Research and development in information retrieval  
Publisher: ACM

Full text available:  [pdf\(372.80 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): 73, Downloads (12 Months): 472, Citation Count: 64


Most information retrieval technologies are designed to facilitate information discovery.

However, much knowledge work involves finding and re-using previously seen information. We describe the design and evaluation of a system, called *Stuff I've ...*

*Keywords: interactive information retrieval, personal information management, user interfaces, user studies*

#### 16 [Performance analysis of mobile agents for filtering data streams on wireless networks](#)

David Kotz, George Cybenko, Robert S. Gray, Guofei Jiang, Ronald A. Peterson, Martin O. Hofmann, Daria A. Chacón, Kenneth R. Whitebread, James Hendler  
April 2002 Mobile Networks and Applications, Volume 7 Issue 2  
Publisher: Kluwer Academic Publishers


Full text available:  [pdf\(267.15 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)


Bibliometrics: Downloads (6 Weeks): 8, Downloads (12 Months): 66, Citation Count: 3

Wireless networks are an ideal environment for mobile agents, since their mobility allows them to move across an unreliable link to reside on a wired host, next to or closer to the resources that they need to use. Furthermore, client-specific data transformations ...

*Keywords: RPC, information filtering, mobile agent, mobile code, performance analysis, wireless network*

#### 17 [Towards a knowledge-based approach to architectural adaptation management](#)

 John C. Georgas, Richard N. Taylor  
October 2004 WOSS '04: Proceedings of the 1st ACM SIGSOFT workshop on Self-managed systems  
Publisher: ACM


Full text available:  [pdf\(146.69 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)


Bibliometrics: Downloads (6 Weeks): 7, Downloads (12 Months): 57, Citation Count: 3

Self-adaptive software continually evaluates and modifies its own behavior to meet changing demands. One of the key issues in constructing such software is that of planning when and what kinds of adaptations are appropriate. In this paper, we present ...

*Keywords: architectural adaptation management, self-adaptive software*

#### 18 [An efficient synchronization mechanism for mirrored game architectures](#)

 Eric Cronin, Burton Filstrup, Anthony R. Kurc, Sugih Jamin  
April 2002 NetGames '02: Proceedings of the 1st workshop on Network and system support for games  
Publisher: ACM

Full text available:  [pdf\(260.71 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): 6, Downloads (12 Months): 52, Citation Count: 17


Existing online multiplayer games typically use a client-server model, which introduces a single bottleneck and point of failure to the game. Distributed multiplayer games remove the bottleneck, but require special synchronization mechanisms to provide ...

*Keywords: consistency, game platforms, system architectures*

#### 19 [Web100: extended TCP instrumentation for research, education and diagnosis](#)

 Matt Mathis, John Heffner, Raghu Reddy  
July 2003 ACM SIGCOMM Computer Communication Review, Volume 33 Issue 3

Publisher: ACM

Full text available:  pdf(215.29 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#)

Bibliometrics: Downloads (6 Weeks): 10, Downloads (12 Months): 51, Citation Count: 12

TCP has become the dominant protocol for all network data transport because it presents a simple uniform data delivery service which is sufficient for most applications over all types of lower network layers. By its very nature, TCP's adaption and retransmission ...


Keywords: Net100, TCP Performance, Web100, instrumentation

20 [A framework for performance modeling and prediction](#)

Allan Snaveley, Laura Carrington, Nicole Wolter, Jesus Labarta, Rosa Badia, Avi Purkayastha  
November 2002 Supercomputing '02: Proceedings of the 2002 ACM/IEEE conference on

Supercomputing

Publisher: IEEE Computer Society Press

Full text available:  pdf(572.66 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): 5, Downloads (12 Months): 56, Citation Count: 16





Cycle-accurate simulation is far too slow for modeling the expected performance of full parallel applications on large HPC systems. And just running an application on a system and observing wallclock time tells you nothing about why the application performs ...

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